

#### **IV. AMENDMENTS TO THE CLAIMS**

1. – 16. (Canceled)

17. (Currently Amended) A gaming machine comprising:  
a plurality of variable display devices for variably displaying various symbols in response to a start operation;

a stop control device for performing stop control of the plurality of variable display devices in response to a stop operation via a plurality of stop buttons, each of the stop buttons corresponding to each of the plurality of variable display devices;

a lottery device for executing a lottery of a prize-winning combination and selecting one stop order from a plurality of stop orders in a stop order table, the stop order table designating a correct order of the stop control for the prize-winning combination;

a lottery outcome device for entering a selected stop order associated with the price-winning combination;

a determining device for determining whether or not the order of the stop control has been performed in the correct order;

a shielding device for shielding the plurality of variable display devices, the shielding device being disposed in front of the variable display devices; and

an attraction display device for displaying an attraction image among predetermined attraction images, the attraction display device being disposed in front of the shielding device;

wherein the shielding device shields other variable display devices than one variable display device to be firstly stopped, and the attraction display device displays one attraction image,

wherein the shielding device shields other variable display devices than another display device to be subsequently stopped, and the attraction display device displays another attraction image, when the determining device determines that the order of the stop control has been performed in the correct order, and

wherein the shielding device shields the whole variable display devices, and

the attraction display device displays other attraction images, when the determining device determines that the order of the stop control has not been performed in the correct order.

18. (Currently Amended) The ~~gamine~~: gaming machine according to Claim 17, wherein the transmissive state is at least one of a semi-transmissive state and a colored state.

19. (Previously Presented) The gaming machine according to Claim 18, wherein the shielding device comprises an electronic shutter.

20. (Previously Presented) The gaming machine according to Claim 19, wherein the electronic shutter is composed of a liquid crystal film switchable between the transmissive state and the shielding state by way of an applied voltage.

21. (Previously Presented) The gaming machine according to Claim 17, further comprising:

a special games control device for providing a special games state under a predetermined condition, wherein the attraction control device controls the shielding device during the special gaming state.

22. (Currently Amended) The gaming machine according to Claim 17, wherein:

~~the attraction control device controls the shielding device so that the area of the variable display device to be stopped is visible and the area of the other variable display devices vary the symbols are shielded,~~

~~the attraction control device controls the shielding device so that the whole area of the variable display devices are shielded and controls the attraction device to display a predetermined image, when an erroneous stopping operation is performed, and~~

~~the attraction control device controls the shielding device so that the symbols on shields other variable display devices than the variable display devices of the prize-winning combination are visible and the other symbols on the variable display devices are shielded, and controls the attraction display device to display displays other images a predetermined image, after, when the stop control device has stopped all of the variable display devices have stopped varying the symbols.~~

23. (New) A gaming machine controller for controlling a gaming machine that includes a plurality of variable display devices and an attraction display device, the gaming machine controller comprising:

(a) means for displaying various symbols on the plurality of variable display devices, in response to a start operation;

(b) means for performing stop control of the plurality of variable display devices, in response to a stop operation;

(c) means for executing a lottery of a prize-winning combination and executing one of the entries of a stop order table;

(d) means for designating a correct order associated with the prize-winning combination, in accordance with the entry from the stop order table;

(e) means for determining whether the order of the stop control has been performed in the correct order;

(f) means for shielding the plurality of variable display devices; and

(g) means for displaying an attraction image among predetermined attraction images on the attraction display device;

wherein other variable display devices than one variable display device to be firstly stopped is shielded by the means for shielding the plurality of variable display devices and a first attraction image is displayed on the means for displaying the attraction image in accordance with the designation of the correct order,

wherein other variable display devices than one display device to be subsequently stopped is shielded means for shielding the plurality of variable display devices and a second attraction image is displayed by the means for displaying the

attraction image in accordance with the determination that the order of the stop control has been performed in the correct order, and

wherein the whole variable display devices are shielded by the means for shielding the plurality of variable display devices and a third attraction image is displayed on the means for displaying an attraction image in accordance with the determination that the order of the stop control has not been performed in the correct order.